

# FlippingBook

Premium Page Flip Component  
Version 1-8-8

## USER MANUAL

## Introduction

Premium Page Flip is a component for Adobe Flash MX, Flash MX 2004, Flash 8 and Flash CS3, enabling the creation of online/offline catalogues with real flipping effect. Using this Flash component, which is approved by the Adobe team, you can easily create, modify and integrate catalogues with your Flash projects in no time at all.

Pages may also be represented by such external resources as interactive movies, images and library symbols as well. All this allows efficient application of the component not only for creating online applications but also for offline projects which are uploaded to CD or DVD media.

You can control the component using ActionScript and create even more powerful applications. You can use XML to configure your component. This option allows updating your books without recompiling your movies.

You don't need to have advanced Flash or programming skills to use this component. No matter what your qualification is this component will be your reliable tool to tackle a variety of tasks.

This user guide contains all the information required to create powerful and professional Flash applications with flipping effect. Here you will find complete reference information on the component parameters and API. You will learn how to create XML component configuration files and use them to solve the most challenging tasks.

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## **System Requirements**

The Premium Page Flip component is designed for Adobe Flash MX, Flash MX 2004, Flash 8 and Flash CS3 for both Microsoft Windows and Mac OS.

Component installation requires the latest version of Adobe Extension Manager. This software can be downloaded free of charge at [http://www.adobe.com/exchange/em\\_download/](http://www.adobe.com/exchange/em_download/)

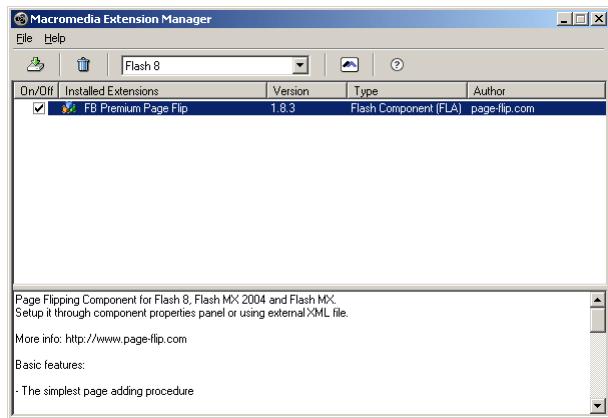
Applications created using the component require prior installation of Adobe Flash Player 6 or higher.

# Component Installation

The Premium Page Flip component is delivered in MXP format, a standard Adobe extension format. Use Adobe Extension Manager to install Adobe extensions. The latest version of this software is available on the Adobe website at [www.adobe.com/exchange/em\\_download/](http://www.adobe.com/exchange/em_download/)

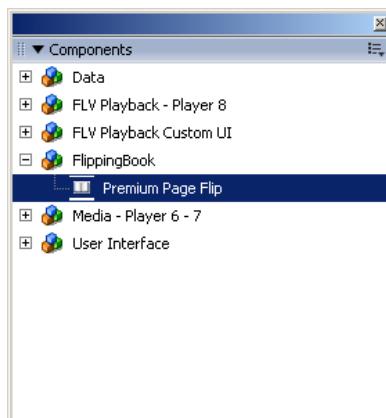
To install the component please close the authoring Flash application if open. Unpack the ZIP archive you have received after purchasing the component and run the file with the MXP extension.

This will automatically run the Extension Manager program to walk you through the installation process.



**Figure 1.** Extension Manager with the Installed Component

On completing installation the Premium Page Flip component will show on the component panel of the Flash development environment. Now you can drag and drop it to any of your Flash projects.



**Figure 2.** Component Panel After Installation

# Quick Start

This section will introduce the component through the process of creating a simple folder set up using an external XML file.

**Completion Time:** 6 to 10 minutes.

**Requirements:** Adobe Flash MX / MX 2004 / 8 / CS3 with Premium Page Flip component installed.

## Project Folder Preparation

Create the *quick\_start* folder with the *pages* subfolder in any chosen location on your computer. The *quick\_start* folder will contain the work files of your folder whereas the *pages* folder will contain the catalogue pages.

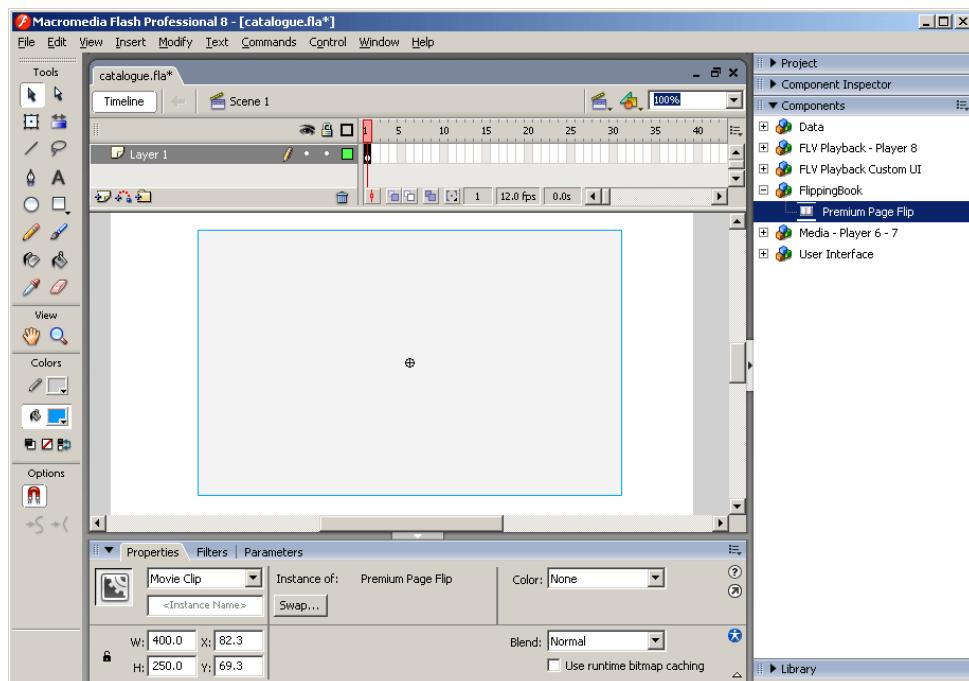
Now copy the JPEG images of your pages to the *pages* folder. Use the preprepared images which can be found in the ZIP archive of the component in the *quick\_start/images* folder.

## Creating SWF File

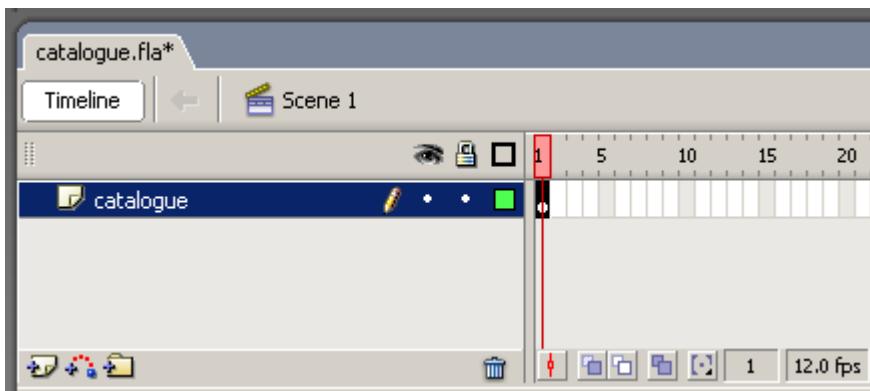
Now that we have the catalogue pages ready we can create the catalogue itself.

Open Adobe Flash and create a new FLA document. Save this empty FLA file as catalogue.fla in the *quick\_start* folder we created earlier using the File / Save As command.

Open the component panel and drag the Premium Page Flip component to your stage. The empty component is colored grey and is sized 400 by 250 pixels as shown below:



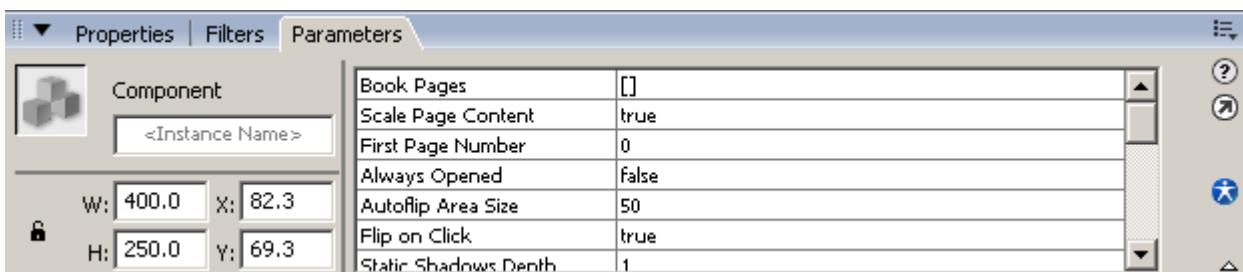
Rename the current layer *catalogue*:



Save your file and run it (Control/Test Movie). Right now you will only see a blank screen since the component is not set up yet.

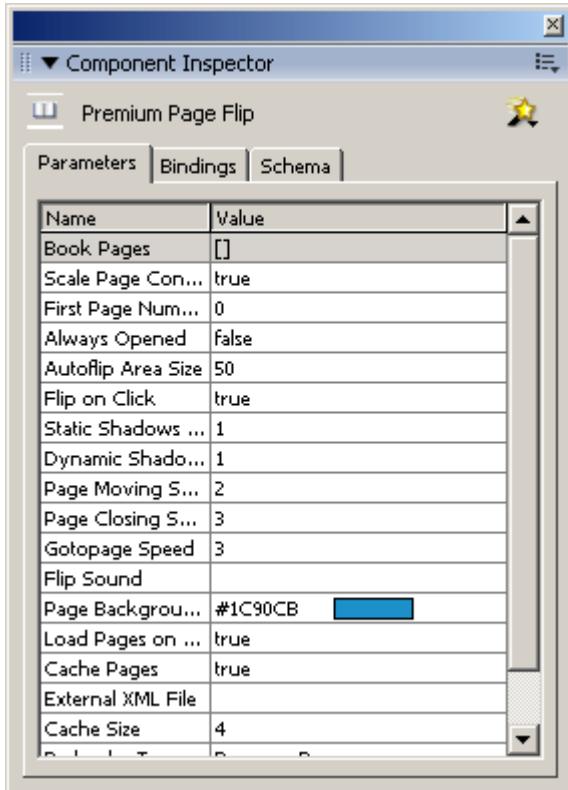
## Component Settings

Adobe components are very powerful and versatile tools. In fact the components are complex movie clips which can be easily configured according to your needs. The component tuning interface is split in two parts: the Component Inspector panel or the Component Parameter panel. Highlight the component and open the Parameters tab in the Properties panel:

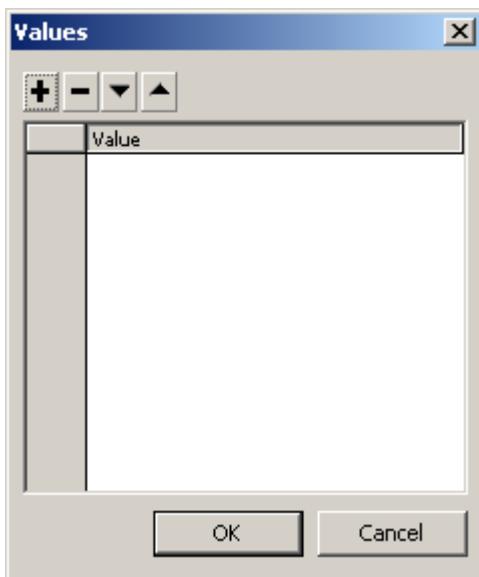


As you can see, the component has quite a few parameters. In most cases all you will need is just one – Book Pages. This is precisely why we put it in at the top. The empty brackets to the right of the component name mean the list is empty and needs to be populated.

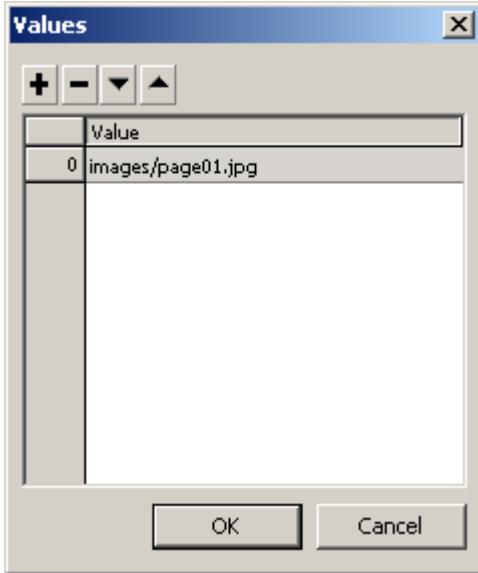
You can also access these settings in the Component Inspector window.



Double click on the empty brackets. The list window will open as follows:



Click the + button and type *pages/page01.jpg* instead of *defaultValue* text in the first line:



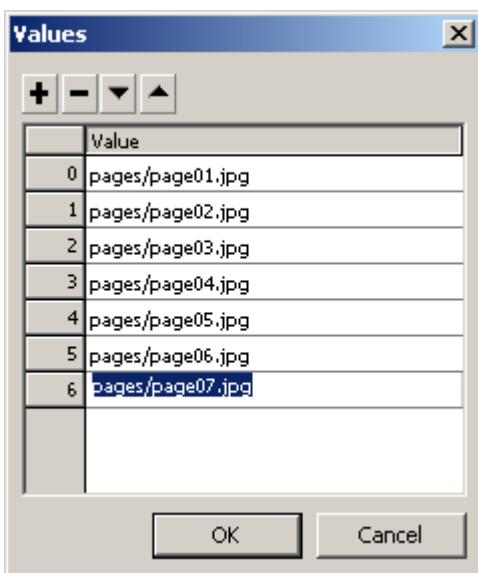
Click OK.

As you can see, the component appearance on the stage has changed: Now it looks more like a closed book. Save your file and run it (Control/Test Movie).

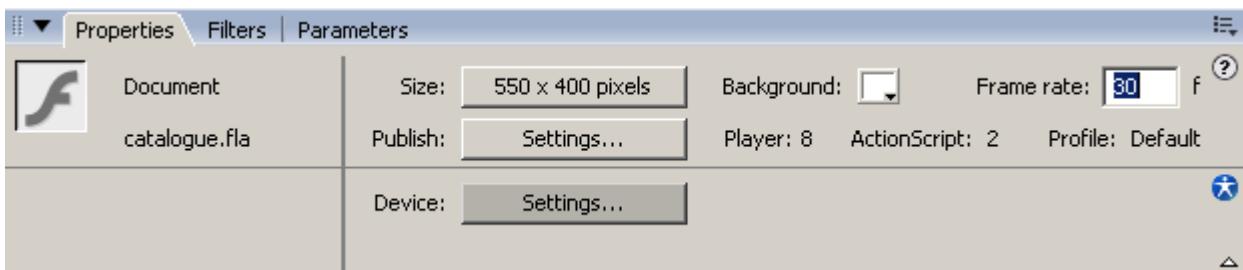
You have just created a one-page catalogue. So far it is hardly impressive although it still demonstrates some very important things:

- In order to ensure smooth flipping the frame rate of your movie should be at least 30 fps. It is 12 fps by default.
- The page number in a book is always even – just like in the real world. Therefore, if you set an odd number of pages the component will automatically expand the range by one filling it with the default color.
- By default the component scales the page files so that they fit into the book's size you have specified.

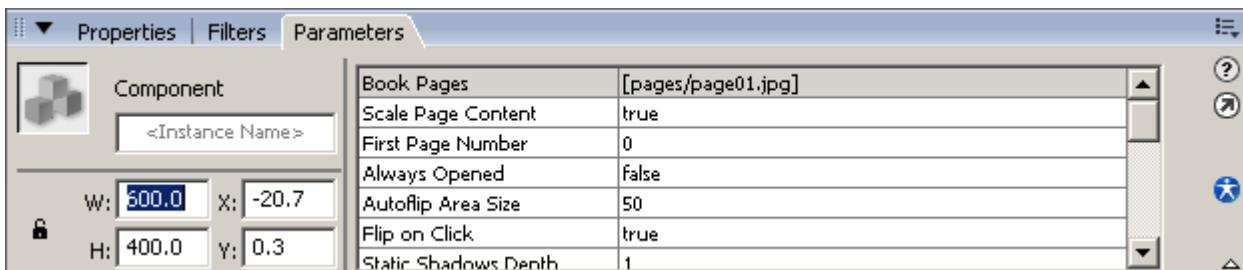
Now open the page list again and add links to the remaining six files:



Set fps = 30 for your movies:



Change the book size to 600 by 400 pixels to prevent page distortion (the images we prepared are sized 300 by 400 pixels).



You can also change the component size by using the Transform Tool. This tool also enables you to rotate the component on the stage:



Now increase the stage size so that the magnified book fits completely, then save and run the movie.

Doesn't it look a little better now? If you want to add another page to this book or modify it you will have to open the FLA file again, change its settings and regenerate the SWF file. All this hassle can be easily avoided by moving the settings to the external XML file.

## Using XML Settings File

Open any text editor capable of creating simple text files (e.g. Notepad) and type the following (you can copy/paste it):

```
<FlippingBook>
    <width>600</width>
    <height>400</height>

    <scaleContent>true</scaleContent>
    <firstPage>0</firstPage>
```

```

<alwaysOpened> false </alwaysOpened>
<autoFlip> 50 </autoFlip>
<flipOnClick> true </flipOnClick>

<staticShadowsDepth> 1 </staticShadowsDepth>
<dynamicShadowsDepth> 1 </dynamicShadowsDepth>

<moveSpeed> 2 </moveSpeed>
<closeSpeed> 3 </closeSpeed>
<gotoSpeed> 3 </gotoSpeed>

<flipSound></flipSound>
<pageBack> 0x1C90CB </pageBack>

<loadOnDemand> true </loadOnDemand>
<cachePages> true </cachePages>

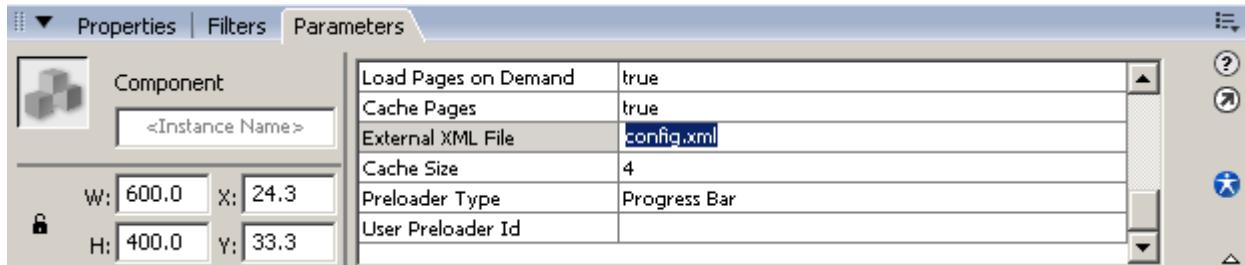
<cacheSize> 4 </cacheSize>
<preloaderType> Progress Bar </preloaderType>
<userPreloaderId></userPreloaderId>

<pages>
    <page>pages/page01.jpg</page>
    <page>pages/page02.jpg</page>
    <page>pages/page03.jpg</page>
    <page>pages/page04.jpg</page>
    <page>pages/page05.jpg</page>
</pages>
</FlippingBook>

```

Save the file as *config.xml* in the *quick\_start* folder created earlier. This file completely replicates the component settings specified earlier in the development environment. You can also use it as the template for your future projects.

Now go back to the Flash environment, open the Component Parameter panel and find the External XML File parameter:

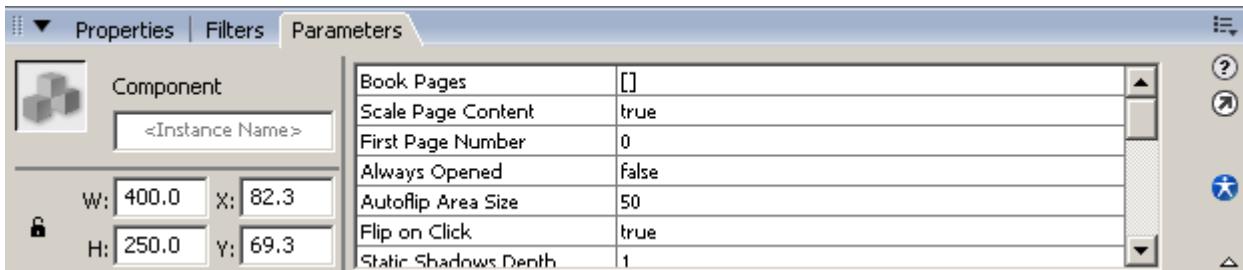


Save the FLA file and run the movie. Now you can change the settings of this book by simply modifying the XML file.

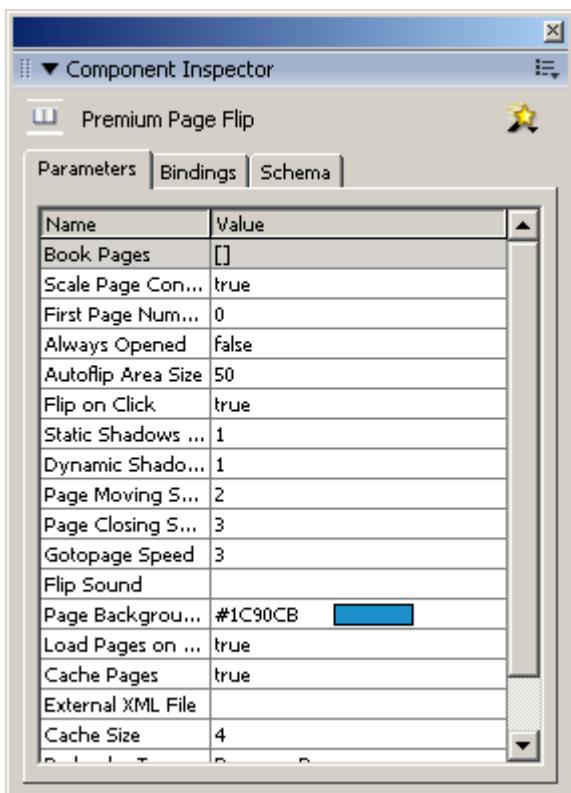
Now you have learned how to use Flash components in general and the Premium Page Flip component in particular. This document also contains a detailed description of all the component parameters, ActionScript API and some additional info.

# Component Parameters

The component parameters are stored in the Component Inspector panel or the Component Parameter panel. Highlight the component and open the Parameters tab in the Properties panel:



Or open the Component Inspector window (Alt + F7):



## Book Pages

This parameter allows you to define a URL list for the page files. You can specify both absolute URLs (such as <http://www.yoursite.com/images/page01.jpg>) and relative URLs (such as image/page01.jpg). Moreover, the list may contain linkage names of the movie clips symbols in the library. This means you can store all your pages in a single SWF file together with the book.

The external page files may be represented by SWF files, non-progressive JPEG images (for Flash Player 6 through 7) and progressive JPEG images, PNG and non-animated GIF images for Flash Player 8.

## **Scale Page Content**

Defines the page content scaling method. If the parameter is set to *true* (default) the loaded files will be automatically scaled to the page size. If the parameter is set to *false* the page content will be clipped to the page borders.

## **First Page Number**

This is the number of the book page open by default.

## **Always Opened**

Defines the behavior of the first and last pages of the book. If *true*, the first and last pages are bound to the stage, preventing them being flipped by the user. If *false* the user may flip the first and last pages just like the rest. This parameter is useful when you need a permanently set book width.

## **Autoflip Area Size**

This is the size of the click-sensitive area at the page corners that allow page flipping. This parameter value defines the length of the sensitive square at the page corner.

## **Flip on Click**

Defines the page flipping method. **Turned on (true)**: you can drag pages by click-and-drag and flip pages by corner click-release. **Turned off (false)**: you can drag pages by corner click-and-drag and flip pages by corner click-release.

## **Static Shadows Depth**

Shadow intensity in the middle of the book. These shadows imitate fixed page curvature.

## **Dynamic Shadows Depth**

Curvature shadow intensity while flipping pages. Use higher values for better 3D effect or for darker pages.

## **Page Moving Speed**

Page moving speed during normal page flipping (dragging).

## **Page Closing Speed**

Automatic page moving speed on release of the mouse button.

## **GotoPage Speed**

The speed of automatic page movement with the *gotoPage*, *flipGotoPage*, *flipForward* and *flipBack* functions enabled.

## **Flip Sound**

Flip sound. You may specify a URL to an external MP3 file or linkage name of the sound symbol in the library.

## **Page Background Color**

Page background RGB color. This color is displayed on page loading and through transparent page areas.

## **Load Pages on Demand**

Page loading mode. When *true*, pages are loaded as the user flips through the book. When *false*, all pages are loaded before opening the book.

## **Cache Pages**

Type of page storage in the component memory. When *false*, the page is reloaded each time the user visits it. When *true*, the page is stored in the memory and is displayed immediately. It should be noted that not all the pages are stored in the memory when this value is set to *true*. The component removes pages from the memory as the user moves away from them.

## **External XML File**

URL of the external XML file containing the settings and book page information.

## **Cache Size**

The number of pages to the left and right of the current page, which are stored in the component memory.

## **Preloader Type**

The type of preloader in use. The valid values are as follows: Progress Bar, Round, User Defined and None. To use your custom preloader, set this parameter to User Defined and specify linkage name of the preloader movie clip symbol in the *User Preloader ID* parameter. Attention: the preloader is not used at all for pages stored in the movie library.

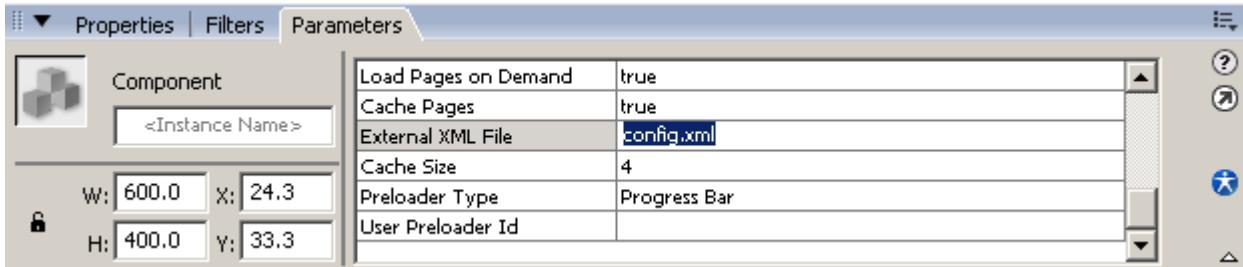
## **User Preloader ID**

Linkage name of the preloader movie clip symbol in the library.

## XML File Parameters

Notre composant permet l'utilisation de fichiers de XML externes pour stocker des fixations. Cette option commode vous permet de modifier vos livres en quelques secondes sans recompiler le fichier de FLA.

Pour utiliser des fixations XML vous devez créer un fichier de XML avec tous les paramètres composants et spécifier son URL comme la valeur de paramètre de Fichier de XML Externe :



Notez : les paramètres de fichier de XML toujours ignorent ceux indiqués dans l'environnement de développement. Si vous avez échoué à spécifier qu'un paramètre dans le XML classe(dépose) la valeur par défaut sera utilisé au lieu du jeu de celui dans l'environnement de développement.

Notez : vous n'êtes pas limités par des fichiers de XML statiques. De tels fichiers peuvent être créés instantanément de votre base de données utilisant une technologie de serveur (c'est-à-dire. PHP, ASP, CFM etc).

Le composant XML le fichier y ressemble d'habitude :

```
<FlippingBook>
    <width>600</width>
    <height>400</height>

    <scaleContent>true</scaleContent>
    <firstPage>0</firstPage>
    <alwaysOpened> false </alwaysOpened>
    <autoFlip> 50 </autoFlip>
    <flipOnClick> true </flipOnClick>

    <staticShadowsDepth> 1 </staticShadowsDepth>
    <dynamicShadowsDepth> 1 </dynamicShadowsDepth>

    <moveSpeed> 2 </moveSpeed>
    <closeSpeed> 3 </closeSpeed>
    <gotoSpeed> 3 </gotoSpeed>

    <flipSound></flipSound>
    <pageBack> 0x1C90CB </pageBack>

    <loadOnDemand> true </loadOnDemand>
    <cachePages> true </cachePages>

    <cacheSize> 4 </cacheSize>
    <preloaderType> Progress Bar </preloaderType>
    <userPreloaderId></userPreloaderId>

    <pages>
        <page>pages/page01.jpg</page>
        <page>pages/page02.jpg</page>
        <page>pages/page03.jpg</page>
        <page>pages/page04.jpg</page>
        <page>pages/page05.jpg</page>
    </pages>
```

```
</FlippingBook>
```

Tous les paramètres composants sont décrits utilisant XML des étiquettes avec des noms ressemblant aux noms correspondants de paramètres composants dans le Flash.

Toutes les descriptions de paramètre sont identiques aux descriptions données ci-dessus dans la section de Paramètres Composante.

Le tableau de page est défini par une liste de type commun <la page> l'URL </ la page > des étiquettes. De plus, vous pouvez spécifier une nouvelle largeur et une hauteur pour le livre.

Ce code de XML peut être utilisé comme un modèle(gabarit) pour des fichiers futurs, comme exigé.

## **pages**

Ce paramètre vous permet de définir une liste URL pour les fichiers de page. Vous pouvez spécifier les deux URL absous (comme <http://www.yoursite.com/images/page01.jpg> ) Et URL relatifs (comme image/page01.jpg). De plus, la liste peut contenir les noms de lien du film attache des symboles dans la bibliothèque. Cela signifie que vous pouvez stocker toutes vos pages dans un fichier de SWF seul(simple) ensemble avec le livre.

Les fichiers de page externes peuvent être représentés par SWF classe(dépose), des images JPEG non-progressives (pour l'Acteur(le Joueur) de Flash 6 à 7) et des images JPEG progressives, PNG et des images de GIF non-animées pour l'Acteur(le Joueur) de Flash 8.

Le tableau de page est défini par une liste de type commun <la page> l'URL </ la page > des étiquettes :

```
<pages>
  <page>pages/page01.jpg</page>
  <page>pages/page02.jpg</page>
  <page>pages/page03.jpg</page>
  <page>pages/page04.jpg</page>
  <page>pages/page05.jpg</page>
</pages>
```

## **width**

Largeur de livre dans pixels.

## **height**

Hauteur de livre dans pixels.

## **scaleContent**

Définit le contenu de page la graduation de la méthode. Si le paramètre est mis à vrai (le défaut) les fichiers chargés seront automatiquement pesés(mesurés) à la taille de page. Si le paramètre est mis à faux le contenu de page sera attaché aux frontières de page.

```
<scaleContent>true</scaleContent>
```

## **firstPage**

C'est le numéro(nombre) de la page de livre ouverte par défaut.

```
<firstPage>0</firstPage>
```

## ***alwaysOpened***

Définit le comportement des premières et dernières pages du livre. Si vrai, les premières et dernières pages doivent nécessairement l'étape (la scène), les empêchant étant donné un petit coup par l'utilisateur. Si faux l'utilisateur peut donner un petit coup le premier et durer des pages comme le reste. Ce paramètre est utile quand vous avez besoin de manière permanente de la largeur de livre de jeu.

```
<alwaysOpened> false </alwaysOpened>
```

## ***autoFlip***

C'est la taille du secteur sensible clic aux coins de page qui permettent le donnant un petit coup de page. Cette valeur de paramètre définit la longueur de la place sensible au coin de page.

```
<autoFlip> 50 </autoFlip>
```

## ***flipOnClick***

Définit la page donnant un petit coup à la méthode. Allumé (vrai) : vous pouvez traîner des pages par le clic-et-traînée et donner un petit coup aux pages par la sortie de clic de coin. Éteint (faux) : vous pouvez traîner des pages par le clic-et-traînée de coin et donner un petit coup aux pages par la sortie de clic de coin.

```
<flipOnClick> true </flipOnClick>
```

## ***staticShadowsDepth***

Intensité fantôme au milieu du livre. Ces ombres imitent la courbure de page fixe.

```
<staticShadowsDepth> 1 </staticShadowsDepth>
```

## ***dynamicShadowsDepth***

Intensité d'ombre de courbure en donnant un petit coup à pages. Utilisez des valeurs plus hautes pour le meilleur effet 3D ou pour des pages plus sombres.

```
<dynamicShadowsDepth> 1 </dynamicShadowsDepth>
```

## ***moveSpeed***

Page déplaçant vitesse pendant donnant un petit coup de page normal (traînage).

```
<moveSpeed> 2 </moveSpeed>
```

## ***closeSpeed***

Page automatique déplaçant vitesse à sortie du bouton de souris.

```
<closeSpeed> 3 </closeSpeed>
```

## **gotoSpeed**

La vitesse de mouvement de page automatique avec le gotoPage, flipGotoPage, flipForward et des fonctions de flipBack a permis.

```
<gotoSpeed> 3 </gotoSpeed>
```

## **flipSound**

Flip sound. You may specify a URL to an external MP3 file or linkage name of the sound symbol in the library.

```
<flipSound>sounds/01.mp3</flipSound>
```

## **pageBack**

Page background RGB color. This color is displayed on page loading and through transparent page areas.

```
<pageBack> 0x1C90CB </pageBack>
```

## **loadOnDemand**

Page loading mode. When *true*, pages are loaded as the user flips through the book. When *false*, all pages are loaded before opening the book.

```
<loadOnDemand> true </loadOnDemand>
```

## **cachePages**

Type of page storage in the component memory. When *false*, the page is reloaded each time the user visits it. When *true*, the page is stored in the memory and is displayed immediately. It should be noted that not all the pages are stored in the memory when this value is set to *true*. The component removes pages from the memory as the user moves away from them.

```
<cachePages> true </cachePages>
```

## **cacheSize**

The number of pages to the left and right of the current page, which are stored in the component memory.

```
<cacheSize> 4 </cacheSize>
```

## **preloaderType**

The type of preloader in use. The valid values are as follows: Progress Bar, Round, User Defined and None. To use your custom preloader, set this parameter to User Defined and specify linkage name of the preloader movie clip symbol in the *User Preloader ID* parameter. Attention: the preloader is not used at all for pages stored in the movie library.

```
<preloaderType> Round </preloaderType>
```

### ***userPreloaderId***

Linkage name of the preloader movie clip symbol in the library.

```
<userPreloaderId>myCustomPreloaderId</userPreloaderId>
```

# ActionScript API

The Application Programming Interface (API) allows programming of the component using ActionScript. In particular, the API enables the following:

- Creating navigation panels
- Printing pages
- Displaying page numbers
- Acquiring data from XML files
- Creating tables of contents and links on pages
- Creating books with auto scrolling (slideshows), and much more

The component API is split into the following parts:

- **Component properties.** These component parameters may be programmed in runtime. For example, you may deactivate component sensitivity to mouse clicks by simply setting the flipOnClickProp property to *false*: componentInstanceName.flipOnClickProp = false.
- **Component methods.** These functions perform certain actions on the component. For example, they may instruct the component to move to the next page (flipForward): componentInstanceName.flipForward();
- **Component Events.** These functions are periodically called by the component on certain conditions. For example, each time the user performs a left mouse click on the page the customizable onClick function is called:

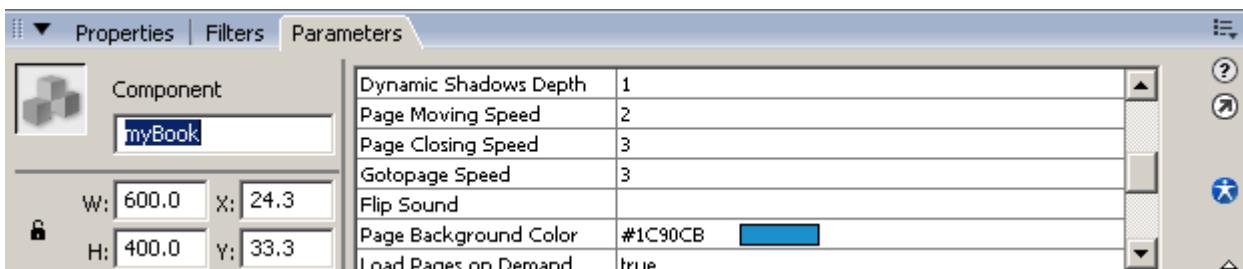
```
componentInstanceName.onClick = function(pageNumber, page_mc, isCornerClick){  
// any actions here  
}
```

- **Page properties.** These properties are read-only and are individually defined for each page. You may access these functions both inside the page: trace( pageNumber ) and through the link to the movie clip of the page:

```
componentInstanceName.onClick = function(pageNumber, page_mc, isCornerClick){  
trace( page_mc.pageNumber );  
}
```

- **Page events.** Similar to component events, these functions are called within each page.

Assign a name to the component copy on the stage in order to program it. For clarity's sake let us assume the component copy is named myBook. However, you may use any name.



Note: if you are publishing your movie with ActionScript 2.0 support please pay attention to the symbol case in the names of parameters, events and methods. ActionScript 2.0 is case sensitive, meaning `onClick` and `OnClick` are treated as two different events.

Examples of API practical application for solving various tasks can be found in the FLA demonstration files contained in the ZIP archive of the component.

## **Component Properties**

---

### **autoFlipProp:** Number

Size of the sensitive area in the page corners. This parameter value defines the length of the sensitive square at the page corner.

#### **Example:**

```
myBook.autoFlipProp = 100;
```

---

### **flipOnClickProp:** Boolean

Defines the page flipping method. Turned on (true): you can drag pages by click-and-drag and flip pages by corner click-release. Turned off (false): you can drag pages by corner click-and-drag and flip pages by corner click-release.

#### **Example:**

```
myBook.flipOnClickProp = false;
```

---

### **moveSpeedProp:** Number

Page moving speed during normal page flipping (dragging).

#### **Example:**

```
myBook.moveSpeedProp = 5;
```

---

### **closeSpeedProp:** Number

Automatic page moving speed on release of the mouse button.

#### **Example:**

```
myBook.closeSpeedProp = 5;
```

---

### **gotoSpeedProp:** Number

Automatic page moving speed with the `gotoPage`, `flipGotoPage`, `flipForward` and `flipBack` functions enabled.

#### **Example:**

```
myBook.gotoSpeedProp = 5;
```

---

## **alwaysOpenedProp**: Number

Read Only

Defines the behavior of the first and last pages. If *true*, the first and last pages are bound to the stage, preventing the user from flipping them.

### **Example:**

```
trace(myBook.alwaysOpenedProp);
```

---

## **width**: Number

Component width. Use this property instead of *\_width*.

### **Example:**

```
myBook.width = 500;
```

---

## **height**: Number

Component height. Use this property instead of *\_height*.

### **Example:**

```
myBook.height = 500;
```

---

## **totalPages**: Number

Read Only

The number of pages in the book.

### **Example:**

```
trace( myBook.totalPages );
```

---

## **leftPageNumber**: Number

Read Only

The current left page number. Please note that page numbering starts with 0.

### **Example:**

```
trace( myBook.leftPageNumber );
```

---

## **rightPageNumber**: Number

Read Only

The current right page number. Please note that page numbering starts with 0.

### **Example:**

```
trace( myBook.rightPageNumber );
```

---

## **enabledProp**: Boolean

Book status. Setting it to *false* disables mouse click sensitivity of the component.

### **Example:**

```
myBook.enabledProp = false;
```

---

## **progress**: Number

Read Only

Book page loading percentage in the total preload mode (load on demand = false).

### **Example:**

```
_root.onEnterFrame = function(){
    if ( myBook.progress < 100 )
        myPreloader.setProgress(myBook.progress );
    else {
        myPreloader.removeMovieClip();
        delete this.onEnterFrame;
        gotoAndPlay( 2 );
    }
}
```

---

## **Component Methods**

### **flipCorner**( cornerPosition )

Automatically bends the corner of the designated page. The permissible values of the cornerPosition parameter are as follows:

- "top-left"
- "top-right"
- "bottom-left"
- "bottom-right"

### **Example:**

```
myBook.onPageLoad = function( URL, pageNumber ){
    if( pageNumber == 0 )
        this.flipCorner( "top-right" );
}
```

---

### **gotoPage( pageNumber )**

Goes to the designated page by flipping all pages from current to target page.

#### **Example:**

```
goto_page_10_btn.onPress = function(){
    myBook.gotoPage( 10 );
}
```

---

### **flipGotoPage( pageNumber )**

Goes to the designated page by flipping one page.

#### **Example:**

```
goto_page_10_btn.onPress = function(){
    myBook.flipGotoPage( 10 );
}
```

---

### **directGotoPage( pageNumber )**

Immediately goes to the designated page without flipping.

```
goto_page_10_btn.onPress = function(){
    myBook.directGotoPage( 10 );
}
```

---

### **flipForward()**

Flips the book one page forward.

#### **Example:**

```
next_btn.onPress = function(){
    myBook.flipForward();
}
```

---

### **flipBack()**

Flips the book one page back.

**Example:**

```
previous_btn.onPress = function(){
    myBook.flipBack();
}
```

---

**setSize(width, height)**

Sets component size.

**Example:**

```
myBook.setSize( 500, 500 );
```

---

**getPageLink(pageNumber): MovieClip**

Returns the link to the page movie clip with the *pageNumber* number. Please note that page numbering starts with 0.

**Example:**

```
var page_3 = myBook.getPageLink( 3 );
page_3.gotoAndPlay( 2 );
```

---

**isPageVisible(pageNumber): Boolean**

Returns *true* if the page with *pageNumber* number is currently visible to the user. Please note that page numbering starts with 0.

**Example:**

```
If( myBook.isPageVisible( 3 ) )trace( "Page #3 is visible!" );
```

---

**isPageLoaded(pageNumber): Boolean**

Returns *true* if the page with *pageNumber* number is currently loaded. Please note that page numbering starts with 0.

**Example:**

```
If( myBook.isPageLoaded( 3 ) )trace( "Page #3 is loaded!" );
```

---

**getPageURL(pageNumber): String**

Returns the URL of the page with the *pageNumber* number.

**Example:**

```
If( myBook.isPageLoaded( 3 ) )trace( "Page " + myBook.getPageURL(3) + " is loaded!" );
```

---

**getPageParams(pageNumber): Object**

Returns for the page with the *pageNumber* number whose data object was sent to the page movie clip via URL.

```
<page>some_page.swf?id=1&textFile=texts/01.txt</page>
```

**Example:**

```
var page_3_data = myBook.getPageParams( 3 );
trace( "Page 3 id is: " + page_3_data.id );
```

---

**isLeftPage(pageNumber): Boolean**

Returns *true* if the page with the *pageNumber* number is to the left of the book center.

**Example:**

```
If( myBook.isLeftPage( 3 ) )trace( "Page #3 is on the left!" );
```

---

**isRightPage(pageNumber): Boolean**

Returns *true* if the page with the *pageNumber* number is to the right of the book center.

**Example:**

```
If( myBook.isRightPage( 3 ) )trace( "Page #3 is on the right!" );
```

---

## Component Events

---

**onClick( pageNumber, page\_mc, isCornerClick )**

Occurs on mouse-clicking a page.

**pageNumber:** Number is the number of the clicked page

**page\_mc:** Number is the link to the movie clip of the clicked page

**isCornerClick:** Boolean is the parameter defining if the mouse click occurred in the corner (true) or in the middle (false) of the page.

**Example:**

```
myBook.onClick = function( pageNumber, page_mc, isCornerClick ){
    if( page_mc.isRightPage )this.flipForward();
    else this.flipBack();
```

```
}
```

---

### **onPutPage( pageNumber, page\_mc )**

Occurs on every page flipping.

**pageNumber:** Number is the number of the page that was turned over. This number depends on the flipping direction.

**page\_mc:** MovieClip is the link to the movie clip of the page that was turned over

#### **Example:**

```
myBook.onPutPage = function( pageNumber, page_mc ){
    trace("left page: " + this.leftPageNumber);
    trace("right page: " + this.rightPageNumber);
}
```

---

### **onStartFlip( pageNumber )**

Occurs on flipping the page with the *pageNumber* number.

#### **Example:**

```
myBook.onStartFlip = function( pageNumber ){
    var page_mc = this.getPageLink( pageNumber );
    page_mc.gotoAndStop( 2 );
}
```

---

### **onFlipBack( pageNumber )**

Occurs on returning the page with the *pageNumber* number to the initial position.

#### **Example:**

```
myBook.onFlipBack = function( pageNumber ){
    var page_mc = this.getPageLink( pageNumber );
    page_mc.gotoAndStop( 1 );
}
```

---

### **onLastPage()**

Occurs on flipping the book to the last page.

#### **Example:**

```
myBook.onLastPage = function(){
    this.flipGotoPage( 0 );
}
```

---

## **onFirstPage()**

Occurs on flipping the book to the first page.

### **Example:**

```
myBook.onFirstPage = function(){
    //
}
```

---

## **onEndGoto()**

Occurs on cycle completion of gotoPage, flipGotoPage and directGotoPage functions.

### **Example:**

```
myBook.onEndGoto = function(){
    //
}
```

---

## **onPageLoad( pageURL, pageNumber )**

Occurs on page loading in the *load on demand = true* mode.

**pageURL:** String is the loaded page URL

**pageNumber:** Number is the loaded page number.

### **Example:**

```
myBook.onPageLoad = function( pageURL, pageNumber ){
    var page_mc = this.getPageLink( pageNumber );
    page_mc.gotoAndPlay( 2 );
}
```

---

## **onInit()**

Activated on successful book initialization. From this moment on you can apply ActionScript to the book. This option may be useful when the book is initialized using an XML file.

### **Example:**

```
myBook.onInit = function(){
    this.flipCorner("top-right");
}
```

---

## **onXMLComplete()**

Occurs on XML file loading.

### **Example:**

```
myBook.onXMLComplete = function(){
    //
}
```

## ***Internal Page Events***

---

### **onInit()**

Activated on page loading and successful setting of all its parameters.

#### **Example:**

```
function onInit(){
    page_number_txt.text = pageNumber;
}
```

---

### **onOpen()**

Activated as soon as the page becomes visible to the user on flipping completion.

#### **Example:**

```
function onOpen(){
    book.flipOnClickProp = false;
}
```

---

### **onClose()**

Activated as soon as the page becomes invisible to the user on flipping completion.

#### **Example:**

```
function onClose(){
    //
}
```

## ***Page Properties***

---

### **params:** Object

The object of data sent to the page movie clip via URL.

```
<page>some_page.swf?id=1&textFile=texts/01.txt</page>
```

**Example:**

```
function onInit(){
    trace("Page id is: " + params.id);
}
```

---

**isExternal**: Boolean

Shows if the page is external or belongs to the movie clip library.

**Example:**

```
var page3 = myBook.getPageLink( 3 );
trace( page3.isExternal );
```

---

**book**: MovieClip

Link to the parent component of the book.

**Example:**

```
function onOpen(){
    book.flipCorner( "bottom-right" );
}
```

---

**URL**: String

Page URL.

**Example:**

```
var page3 = myBook.getPageLink( 3 );
trace( page3.URL );
```

---

**pageNumber**: Number

Page number.

**Example:**

```
function onInit(){
    page_number_txt.text = pageNumber;
}
```

---

**loaded**: Boolean

Returns *true* if the page is loaded.

**Example:**

```
var page3 = myBook.getPageLink( 3 );
```

```
trace( page3.loaded );
```

---

**visible**: Boolean

Returns *true* if the page is visible to the user.

**Example:**

```
var page3 = myBook.getPageLink( 3 );
trace( page3.visible );
```

---

**width**: Number

Page width.

**Example:**

```
function onInit(){
    _x = -width;
}
```

---

**height**: Number

Page height.

**Example:**

```
function onInit(){
    _y = -height;
}
```

---

**isLeftPage**: Number

Returns true if the page is to the left of the book center.

**Example:**

```
function onInit(){
    if( isLeftPage )trace( "Page: " + pageNumber + " is on the left!" );
}
```

---

**isRightPage**: Number

Returns true if the page is to the right of the book center.

**Example:**

```
function onInit(){
    if( isRightPage )trace( "Page: " + pageNumber + " is on the right!" );
}
```

---

**progress**: Number

Percentage of page file loading.

**Example:**

```
_root.onEnterFrame = function(){
    var page3 = myBook.getPageLink(3);
    trace( page3.progress );
}
```

## How To?

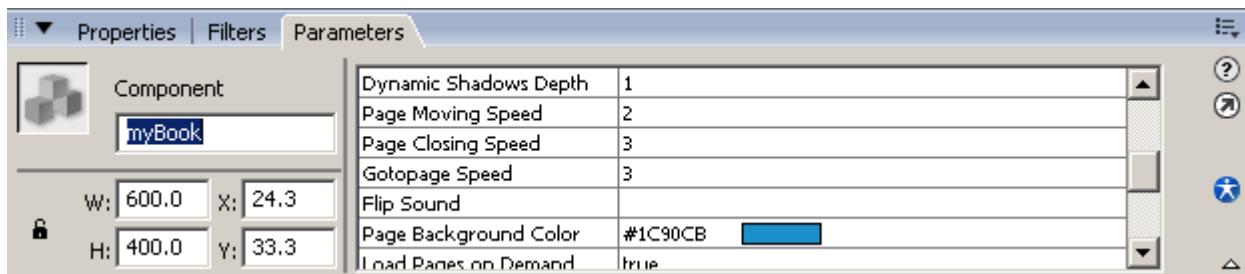
This section contains solutions to the most frequent tasks you might have to tackle using the component.

### Use Component API

The API (Application Programming Interface) is a set of properties, methods and events of the component available via use of the ActionScript (1.0/2.0) programming language. The powerful API enables creation of really complex applications using our component.

Examples of practical API use are contained in the FLA demonstrations provided with the component.

In order to use ActionScript with the component we should first assign a name for the component instance on the stage. For clarity's sake let us name our first component instance *myBook*.



Now we can use ActionScript for our component instance by name reference. For example, the next code acquires the link to the movie clip of the first page (page numeration starts with 0) and sends the command to the movie clip of the page to switch to frame 5:

```
var page0 = myBook.getPageLink( 0 );
page3.gotoAndStop( 5 );
```

The ActionScript code interacting with the component is located in the first frame of the movie containing the component. You can also access the component from your classes.

The component API contains the properties, methods and events of the component. You can also use the ActionScript properties and events of separate pages.

**Components properties** are dynamic component properties some of which are read-only. The *flipOnClickProp* property, the ActionScript counterpart of the *Flip on Click* component, is a good example. You can change the value of this property while executing a Flash application in the following way:

```
myBook.flipOnClickProp = false;
```

A detailed description of all the component properties is given in the appropriate section of API description.

**Component Events.** Generally speaking, these are the functions called by the component during execution. It is you who creates the body of such a function to process various events. For example, the next ActionScript code is called on each page flipping and prints the numbers of the current left and right page:

```
myBook.onPutPage = function( pageNumber, page_mc ){
    trace(this.leftPageNumber + " / " + this.rightPageNumber);
}
```

It should be noted that to call the component methods or parameters within the component event body you should use key word *this* and not the component occurrence name.

A detailed description of all the component events is given in the appropriate section of API description.

The **component methods** are used to make the component perform actions – i.e. moving to the next page. The next code may be used to automatically bend the right corner of each page corner on loading the first page:

```
myBook.onPageLoad = function( pageURL, pageNumber ){
    if( pageNumber == 0 )this.flipCorner("bottom-right");
}
```

The next code can be used for creating buttons on the stage which would trigger moving to the next page.

```
on( release ){
    myBook.flipForward();
}
```

A detailed description of all the component methods is given in the appropriate section of API description.

**Page properties** are read-only data specific to each particular page. The *pageNumber* property which stores the page number is a good example. You can use the value of this property to display the page number in a text field. The code in the first frame of the page is as follows:

```
function onInit(){
    page_number_txt.text = pageNumber;
}
```

The properties of each particular page may also be obtained in the parent movie and book events or by means of the link to the movie of the page:

```
myBook.onClick = function( pageNumber, page_mc, isCornerClick ){
    trace("Page number is: " + page_mc.pageNumber );
    trace("Page URL is: " + page_mc.URL );
    trace("Is left page?: " + page_mc.isLeftPage);
}
```

A detailed description of all the component properties is given in the appropriate section of API description.

**Page properties** are page specific and are only called within each page. There are only three of such properties:

- *onInit* is called when the page is loaded and can be used
- *onOpen* is called when the page becomes visible to the user after scrolling
- *onClose* is called when the page becomes invisible to the user after scrolling

```
function onOpen() {
    trace("Page #" + pageNumber + " is visible!");
}
```

The detailed description of all the page events is given in the appropriate section of API description.

## Set External XML File Parameter Using ActionScript

The component has no corresponding ActionScript parameter, but you can create component instances using the *attachMovie* function. In this case the *External XML File* parameter can be assigned any value:

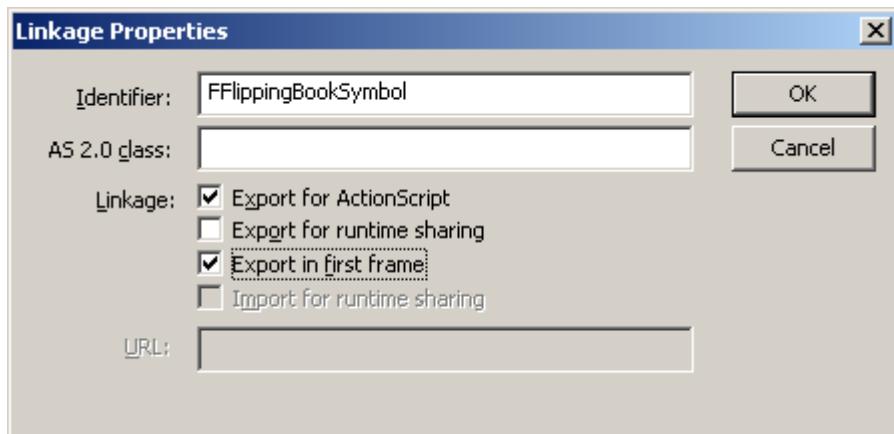
```
var initObj = new Object();

initObj.extXML = "config.xml";
initObj._x = 275;
initObj._y = 200;

_root.attachMovie("FFlippingBookSymbol", "myBook", 0, initObj);

myBook.onXMLComplete = function(){
    trace("XML is loaded..");
}
```

Important: the component symbol must be exported in the very first frame.



The demonstration FLA file can be found in the component archive at demos/runtime-creation/demo\_xml.fla

## Set Page List using ActionScript

The component does not enable you to manage a page array during the work, but you can create component instances using the *attachMovie* function. Should this be the case you can define a page array:

```
var initObj = new Object();
initObj.pagesSet = new Array();

initObj.pagesSet.push("page0");
initObj.pagesSet.push("page1");
initObj.pagesSet.push("page2");
initObj.pagesSet.push("page3");
initObj.pagesSet.push("page4");
initObj.pagesSet.push("page5");

initObj.firstPage = 0;
initObj.scaleContent = true;
initObj.alwaysOpened = false;
initObj.autoFlip = 125;
initObj.flipOnClick = true;
initObj.shadowsDepth = 2;
initObj.staticShadowsDepth = 2;

initObj.moveSpeed = 5;
initObj.closeSpeed = 4;
initObj.gotoSpeed = 5;
initObj.flipSound = "";
initObj.pageBack = 9995639;
initObj.loadOnDemand = true;
initObj.cachePages = true;
initObj.cacheSize = 4;
initObj.preloaderType = "Round";
initObj.userPreloaderId = true;

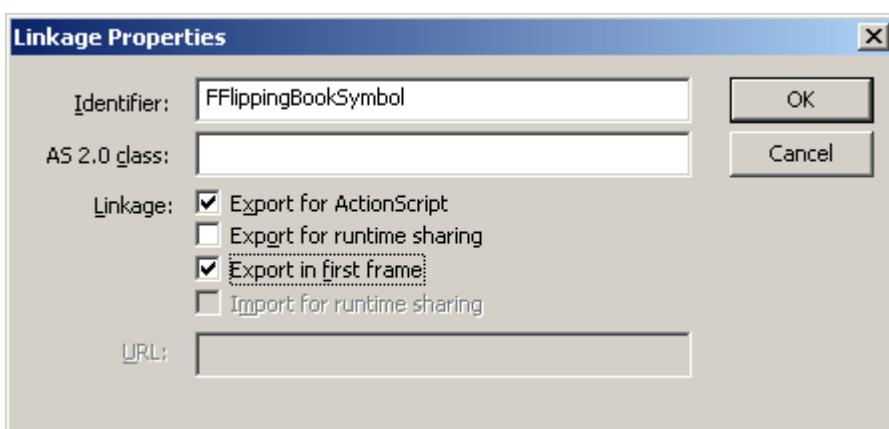
initObj.extXML = "";

initObj._x = 275;
initObj._y = 200;

_root.attachMovie("FFlippingBookSymbol", "myBook", 0, initObj);

myBook.setSize(500, 300);
```

Important: the component symbol must be exported in the very first frame.



The demonstration FLA file can be found in the component archive at demos/runtime-creation/demo.fla

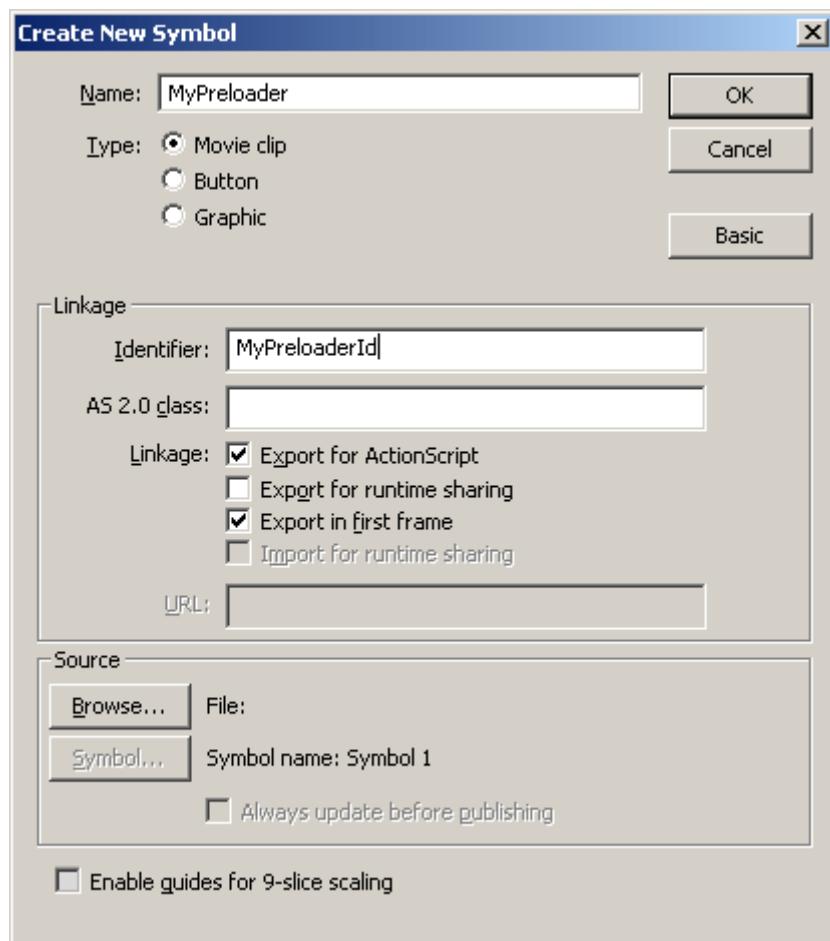
## Make Custom Preloader

Our component enables the use of two types of standard preloaders – circular and rectangular. You can also create and use your own preloader.

The component preloader – standard or custom – is stored in the movie library. At the beginning of work the component copies the preloader in use from the library onto each page. While loading page data the component calls the *setProgress* preloader function by sending it the data load percentage as a parameter. Each preloader contains the *setProgress( pt )* function which performs all the necessary functions (e.g. increases the progress bar width).

The FLA file with the text preloader example can be found in the component archive at `demos/custom-preloader/demo.fla`

Now you need to create a preloader instance in the movie library and export it for ActionScript.



You can create the necessary graphics and implant the body of the *setProgress ( pt )* function into the movie. This function acquires the percentage of page loading progress from the component and provides its graphical representation. For example:

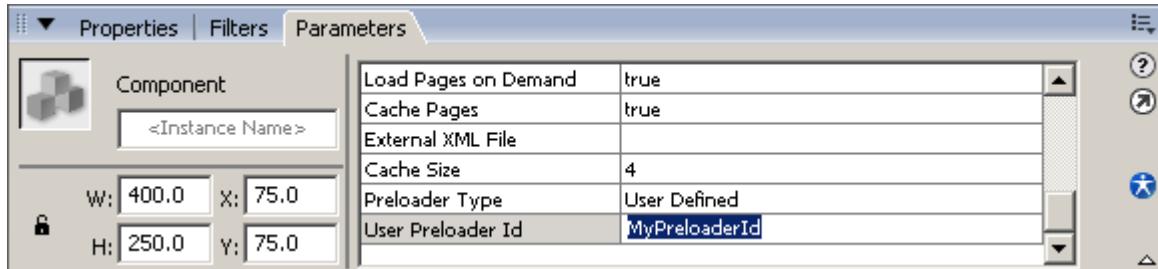
```

function setProgress( pt ){
    progress_txt.text = Math.round(pt);
}
setProgress( 0 );

```

The only function of this code is to display the percentage of page or whole book loading progress in the text field.

To ensure component compatibility with your custom preloader you need to set the *Preloader Type* parameter to *User Defined* and set the linkage name of the preloader movie clip symbol (MyPreloaderId) in the *User Preloader* parameter:



## Create Wide Pages

The best way to fit a wide page is to split it in two parts and use the parts separately. This option works best for JPEG images.

But what if your wide page contains SWF content with animation? In this case splitting the wide page in two is not a convenient option.

Moreover, the component cannot use the same file for two pages. In any case you would have to specify and load your file twice. However, you can automatically match the two halves so that they look like a whole.

This problem can be solved by placing additional ActionScript into the wide page clip to shift the right side of the wide page to the left immediately upon loading:

```
function onInit(){
    if( !isLeftPage )_x = -width;
}
```

The example of such an approach can be found in the component archive at [demos/wide-page/desynchronized/](#)

Now, what if such a page also contains animation? In this case you can use pages from the movie library. This guarantees simultaneous placement of such pages.

The external files are still loaded at different times and in this case the animation will not be synchronous.

But don't worry – we can address this issue by changing the structure of your page – i.e. empty all the animation from the first frame. This is the frame to be displayed immediately on page loading. The animation would begin from the second frame. In both cases we can create ActionScript code in the main movie which would control loading of both pages and launch their animation only provided that they are both completely loaded.

```
wideLeftPageNumber = 1;
wideRightPageNumber = 2;

myBook.onPageLoad = function(pageURL, pageNumber){
    if( pageNumber == wideLeftPageNumber || pageNumber == wideRightPageNumber &&
    !_root.onEnterFrame )
        _root.onEnterFrame = checkWidePages;
}

function checkWidePages(){
    var leftWidePage = myBook.getPageLink( wideLeftPageNumber );
    var rightWidePage = myBook.getPageLink( wideRightPageNumber );

    if( leftWidePage.loaded && rightWidePage.loaded ){
        leftWidePage.gotoAndPlay(2);
        rightWidePage.gotoAndPlay(2);
        delete this.onEnterFrame;
    }
}
```

As soon as one of the two halves begins loading the *checkWidePages* function begins to monitor loading of both pages. As soon as page loading is complete the function brings each page to the second frame, which already contains animation, etc.

An example of such an approach can be found in the component archive at [demos/wide-page/synchronized/](#)

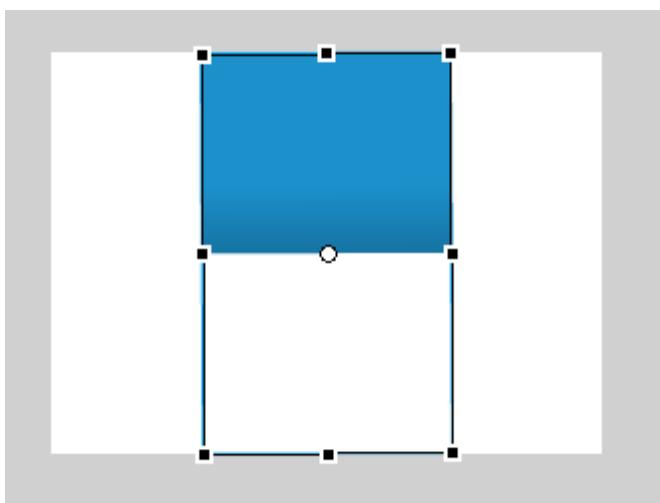
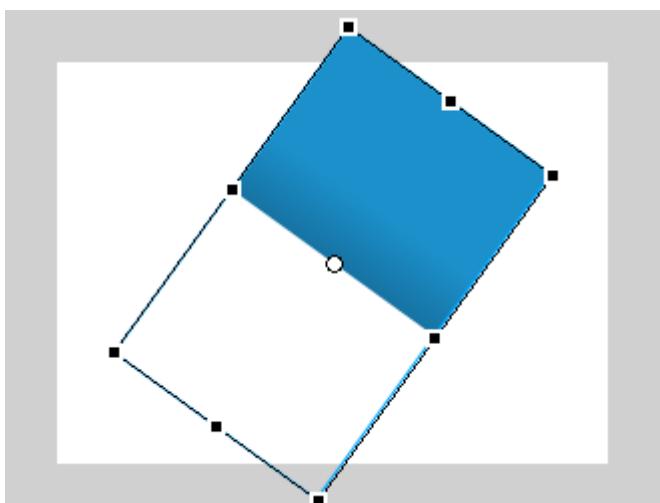
## ***Curl First Page Corner Automatically***

This can be done very easily by using ActionScript and component API. Place this code into the first frame of your movie (let us suppose that the component instance is named myBook):

```
myBook.onPageLoad = function( pageURL, pageNumber ){
    if( pageNumber == 0 )this.flipCorner("bottom-right");
}
```

## ***Change Book Orientation to Portrait***

Just rotate the book 90 degrees on the stage as shown below:



## Add Buttons/Links (Creating Table of Contents)

You can use regular Flash buttons and SFW pages or movie clip pages from the movie library. The greatest advantage of buttons is the transparency feature – you can simply place a transparent button over the image of your page.

The problem is preventing page scrolling with each click of such a button. This is quite frustrating and prevents the creation of a table of contents for the book due to technical limitations.

This problem can be resolved by programming the *Flip on Click* component parameter.

Thus, we need to use the following ActionScript code to create a page button pointing to a certain URL:

```
on(release){  
    getURL("your URL", "_blank");  
}  
on(rollOver){  
    book.flipOnClickProp = false;  
}  
on(rollOut){  
    book.flipOnClickProp = true;  
}
```

This code deactivates book sensitivity to mouse clicking when mousing over the button so that the page does not jump. Moreover, it activates book sensitivity when removing the mouse cursor from the button. On clicking the button the code opens the required URL.

To create a button on the page that would take API us to a certain page (let us assume page 5), use the following ActionScript code:

```
on(release){  
    book.flipGotoPage( 5 );  
}  
on(rollOver){  
    book.flipOnClickProp = false;  
}  
on(rollOut){  
    book.flipOnClickProp = true;  
}
```

This code controls book sensitivity to mouse clicks and takes us to the required page by clicking the button.

An example of such an approach can be found in the component archive at [demos/navigation/demo.fla](#)

## Flip Pages Automatically

One of the best ways to trigger automatic book scrolling after a certain period of time without user intervention is to use the *setInterval* function in conjunction with the component API.

For example, for loop scrolling (i.e. automatic scrolling to the end and back to the first page) use the following ActionScript code:

```
delay = 1000;

// 1 second: 1000 ms

forwardInterval = setInterval(myBook, "flipForward", 1000);

myBook.onLastPage = function() {
    clearInterval(forwardInterval);
    lastPageInterval = setInterval(closeLastPage, delay);
};

function closeLastPage() {
    myBook.flipGotoPage(0);
    clearInterval(lastPageInterval);
    forwardInterval = setInterval(myBook, "flipForward", 1000);
}
```

This code flips the page every second. On reaching the end of the book the function returns to the first page to restart the cycle.

An example of such an approach can be found in the component archive at  
[demos/slideshow/loop/automatic\\_loop.fla](#)

## Print Pages

Printing a book page is as easy as printing a regular movie clip. The *getPageLink* method allows you to acquire a link to the movie clip with *pageNumber*:

```
page3 = myBook.getPageLink( 3 );
```

Now you can print the movie clip by using the *print* function or *PrintJob* class. Please see Adobe Flash documentation for details of the function operation.

It should be noted that the page may not be loaded as stipulated by the printing time. Please use the *loaded* property to check page availability.

```
page3 = myBook.getPageLink( 3 );
if( page3.loaded ){
    // print page
}
```

The demonstration FLA file for this topic can be found in the component archive at demos/print-pages/demo.fla

## Create Navigation Panel

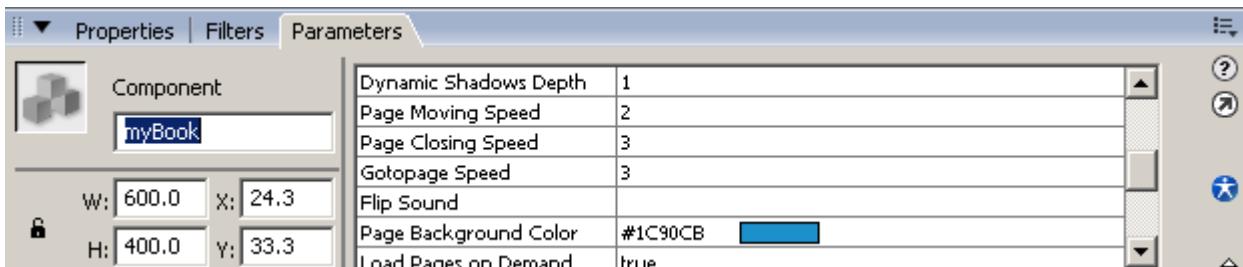
You can control the book using ActionScript. The component API enables the use of various navigation methods of the component:

- **flipForward()**  
Moving to next page
- **flipBack()**  
Moving to previous page
- **gotoPage( pageNumber )**  
Moving to the page with the *pageNumber* number by skipping all intermediate pages
- **flipGotoPage( pageNumber )**  
Moving to the page with the *pageNumber* number by skipping one page
- **directGotoPage( pageNumber )**  
Immediate navigation to the page with the *pageNumber* number, requiring no skipping

One of the most convenient ways to call these methods is to use Flash buttons. For example, you may create the *Next Page* button and assign it the following ActionScript code:

```
on(release){  
    myBook.flipForward();  
}
```

It is implied here that the component instance name is *myBook*. Of course, this name can be changed to any other.



An example of using such navigation buttons can be found in the component archive at [demos/navigation/demo.fla](#)

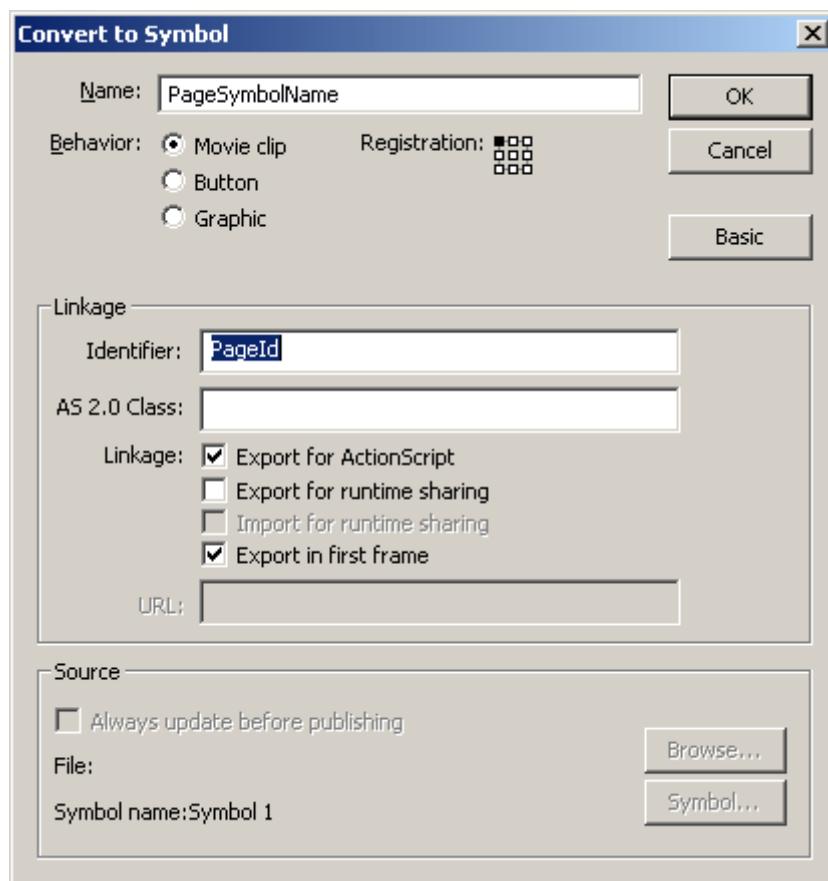
## Use Pages from Movie Library

Our component may be used not only for creating online flash applications but also for offline projectors for Windows / Mac OS. In this case all the pages may be conveniently stored in one file together with the component, eliminating the need for any preloaders.

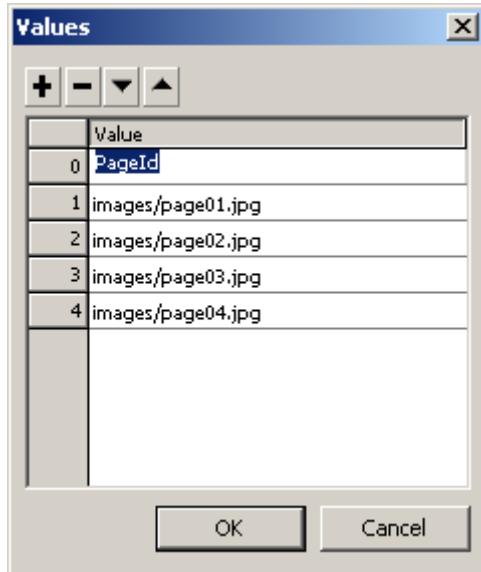
This effect may be achieved by placing all the pages into the film library and using linkage name of the movie clip symbol instead of URL.

Here are the steps required for importing your JPEG image into the movie library and setting it to work in conjunction with the component.

1. Open the FLA file (or create a new one)
2. Choose the File / Import / Import to Stage command from the main menu and select the required image. Click OK
3. The image will appear on the stage
4. Highlight the imported image and convert it into a movie clip (Modify / Convert to Symbol)
5. Type the symbol name (Name) in the window:



6. Type the linkage name for the movie clip symbol. Highlight the *Export for ActionScript* and *Export in First Frame* functions
7. Click OK
8. Delete the symbol from the stage (it is already stored in the library)
9. Now the only thing we need to do is specify the linkage name of the page symbol instead of the file URL



Now the page will load together with the component and display immediately when the book launched. You can also combine different page types in one book.

An example of using library pages can be found in the component archive at  
demos/navigation/demo.fla

# Flippingbook component FAQ

## **General**

### **How does Flash Component differ from Flash Object?**

Flash Component – is a standard extension for Adobe Flash. You simply install the MXP file and then you just to drag & drop the component from the Components panel onto the scene from your movie.

The component can be used in a movie with any structure. You can control the component with ActionScript, for example, to create contents, a navigation panel, page print or enlargement. The component can operate with XML files and with set ups, specified using a convenient development environment. The component can operate with external files and symbols from the movie library.

The object is a ready-to-use SWF file that you simply integrate into your HTML page. We have developed the object for users who do not have Adobe Flash. The object cannot be controlled with ActionScript. It can work only with external files and set up only through an XML file.

If you have Adobe Flash MX or higher installed, we advise you to use the component.

### **What is the maximum size and number of pages?**

The size of the book you can create using our product is unlimited. However, in light of the fact that Flash Player works slowly with large images, the maximum recommended book size for online viewing is 800 x 600 pixels. Large books can work slowly on slow computers.

The number of pages is also unlimited. The component can work with books with hundreds of pages. As opposed to other products, our component does not store all pages in memory, so a 20-page book will not take up 200 megabytes of RAM (which is possible if you use other products). However, problems with performance may arise with volumes of over 1000 pages.

### **Can I use PDF files with your component/object?**

Our component only supports formats that are compatible with Flash Player. These are non-progressive JPEG images and SWF files for Flash Player 6-7 and also progressive JPEG, PNG and non-animated GIF images for Flash Player 8. You will need to convert your PDF file page-by-page into SWF or JPEG files.

### **Can I use sound and video on the pages?**

Yes. You can use SWF pages with embedded or uploaded sounds and video-files.

### **Can I use contents and links on pages?**

Yes. You can use SWF pages with active elements (buttons, for example) in them. And you can lock API component calls to these buttons. You can find an example of the creation of similar pages in the component composition.

### **Is it possible to use XML files that are created on-the-fly with my PHP/ASP/CFM/...script?**

Yes.

## **Do I need to have a programming knowledge to be able to use your component?**

No, you can use the component without knowing ActionScript. However, programming knowledge will enable you to solve more interesting tasks.

## **Purchasing**

### **When and how can I get the component?**

You will receive your link to download the component package immediately after payment. The link will also be sent to your mail address. Be aware that the link will only remain active for 48 hours. To receive the component after this time, simply send an message to [sales@page-flip.com](mailto:sales@page-flip.com) with your order number or mail address that you used for the order.

### **Can I pay for my order using PayPal?**

No, we only work with 2Checkout in light of its reliability of service.

### **What do I get? What comes with the product?**

The component package includes its MXP file, documentation, and many FLA files with examples of component use (navigation and contents, XML use, dynamic component creation, working with video and sound, page enlargement, printing pages and others).

The object package contains its SWF file, XML file, documentation and an example of an HTML page containing the object

You will also receive several mp3 files with different flipping sounds, which you can use with the component.

## **Compatibility**

### **Which Flash versions does your component support?**

Adobe Flash MX, Flash MX 2004, Flash CS3 Flash 8 for Windows and MacOS

### **Which Flash Player versions does your component support?**

Flash Player 6 – 8.5

## **Troubleshooting**

### **I receive an error notice when installing the MXP file**

Make sure that you have installed the latest version of Adobe Extension Manager. You can always download the latest version from: [http://www.adobe.com/exchange/em\\_download/](http://www.adobe.com/exchange/em_download/)

### **My pictures fail to load. The paths are correct**

Perhaps you are using progressive JPEG images, but you are publishing a movie for Flash Player 6 or Flash Player 7. Only Flash Player 8 can load progressive JPEG images, PNG and non-animated GIF files

## **My images load, but with distorted colors**

Your pictures are probably saved in CMYK color mode. Resave them in the RGB mode.

## **My SWF files load, but they are distorted**

The component scales the contained page by default. You can cancel scaling, by setting the Scale content parameter to false.

When scaling, the component uses information on the size of your SWF file it contains. For example, if your page is empty and has only a small text in the center, the component calculates that the page size is equal to the size of this text field. In such cases you should set the page size by placing a shape or image under its content, the size of which is equal to the page size. You can find an example of this is in the examples that accompany the component.

## **When flipping, texts on my pages disappear and then appear again**

Our component uses page rotation as a part of the effect. However, Flash Player cannot rotate device fonts correctly. To correctly depict your texts you need to embed fonts for text fields.

## **Everything works when testing the movie in Flash, but the pages fail load on the site**

When the SWF movie with your book is loaded onto an HTML page, its “location” changes. Its URL is now the URL of your HTML page. Therefore, if you use relative paths for page files, remember that these paths must be correct relative to the HTML page and not relative to the SWF file.

A similar problem arises when your HTML file and the SWF file with the book are in different folders. Then you need to either place them in one folder or use absolute paths or detail relative paths relative to the HTML file.

## **In Microsoft Internet Explorer I first need to click on the book to make it work**

This problem is connected with the latest patent scandal. Microsoft had to change the way active media elements that operate in Internet Explorer are worked with. This problem can possibly be overcome using JavaScript. See the following link for more detailed information:

<http://www.actionscript.com/Article/tabid/54/ArticleID/Embedding-Flash-Content-with-FlashObject/Default.aspx>

## **The buttons on my page do not work. Every time I press the button the page starts to flip**

The component starts to flip pages by default at every click on the page. You can cancel this action by setting the Flip on click parameter to false. In this case you can flip through the book only by dragging by the corners.

A more convenient approach is in the program control of this component property. The ActionScript code for the button on the page is detailed below:

```
on(release) {  
    //do something  
}  
on(rollOver) {  
    // turning page flipping by mouse click off
```

```
        book.flipOnClickProp = false;
    }
    on(rollOut) {
        // turning page flipping by mouse click on
        book.flipOnClickProp = true;
}
```

## **I try to call up the component methods, as detailed in your documentation, but nothing happens**

You are probably using the XML file to set up the component. Until the XML file is loaded, the component is not able to process commands. Use the onXMLComplete function to determine the moment the file loads.

Also check if you have appointed a component instance name. It is using this that you can work with the component's functions, methods and properties. We used the name myBook in our examples. You may use another name.

## ***Support & Updates***

### **I am experiencing problems with your product**

Describe these problems in a letter, attach the required source files and send the letter to [support@page-flip.com](mailto:support@page-flip.com). We usually respond to letters within 24 hours.

In your letter, please detail your order number and email address that you used for the order.

### **Will I receive product updates?**

Yes. You can always send a request for the latest component version to [support@page-flip.com](mailto:support@page-flip.com), detailing your order number or email address you used to place the order. All updates to this version are free for our users.

## Component Package Contents

The ZIP archive you receive after purchasing the component contains the following folders:

The DOCS folder contains the file you are reading.

The SOUNDS folder contains several mp3 files with various scrolling sounds.

The DEMOS folder contains a large number of FLA files, demonstrating various component capabilities.

The QUICK\_START folder contains the files required for going through the tutorial for the Quick Start section of the following document.

The COMPONENT\_FILES contains the installation file for the *flippingBook.mxp* component and an example of an XML settings file that can be used as a sample for your future projects.

## **Support**

Should you experience any undocumented issues with the component or find a component bug or something you consider a bug, please do not hesitate to contact us at the following address:

[support@page-flip.com](mailto:support@page-flip.com)

We do our best to respond to your correspondence within 24 hours.

Please attach archived FLA files or specify the URL to the Flash movie causing problems to facilitate troubleshooting.